

Abstract

A video game player can easily grasp various events occurring during the video game from the play-by-play or commentary, when such occur during the game, and experience a sense of realism from the play-by-play or commentary during the game. A video game program includes a terminology storing function 101, a first running commentary function 102, a running commentary interrupting function 103, a second running commentary function 104, a running commentary returning function 105, and a running commentary continuing function 106. In the video game implemented with this program, if specific events occur while the video game is in progress and the play-by-play or commentary is interrupted, the system returns from the play-by-play or commentary related to the specific events to the interrupted play-by-play or commentary, after the play-by-play or commentary has been provided for the specific events, and the interrupted play-by-play or commentary is continued.